

Scale of Virtual Twin's Similarity to Physical Counterpart in Simple Environments

VF: Visual Fidelity

The degree to which the physical equivalent and the virtual object look similar in terms of visual display.

VF 1. Dimension

I felt that the dimensions (size/thickness) of the virtual object were the same as the real-world equivalent.

(1: Strongly Disagree; 7: Strongly Agree; N/A: Not applicable.)

1	2	3	4	5	6	7	N/A
○	○	○	○	○	○	○	○

VF 2. Detail Level

I felt that the virtual object was as detailed as the real-world equivalent (in terms of minor structure, decorations, markings, and other types of geometric detail that can be perceived visually).

(1: Strongly Disagree; 7: Strongly Agree; N/A: Not applicable.)

[illegible]

VF 3. Color/Pattern

I felt that the virtual object surface colour/pattern appeared the same as the real-world equivalent.

(1: Strongly Disagree; 7: Strongly Agree; N/A: Not applicable.)

1	2	3	4	5	6	7	N/A
○	○	○	○	○	○	○	○

VF 4. Opacity/Transparency/Reflectivity

I felt that the virtual object was as opaque/ transparent/reflective as the real-world equivalent.

(1: Strongly Disagree; 7: Strongly Agree; N/A: Not applicable.)

1	2	3	4	5	6	7	N/A
○	○	○	○	○	○	○	○

VF 5. Physical Appearance

I felt that the virtual object looked physically the same as the real-world equivalent (in terms of perceived rigidness, ability to deform or bend itself, etc.)

(1: Strongly Disagree; 7: Strongly Agree; N/A: Not applicable.)

1	2	3	4	5	6	7	N/A
○	○	○	○	○	○	○	○

VF 6. Identity Match

I felt that the virtual object looked identical to the real-world equivalent.

(1: Strongly Disagree; 7: Strongly Agree; N/A: Not applicable.)

[illegible]

